ECLIPSE COMICS™

mini-series

Nº 1 of 4

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VILLAINS AND VIGILANTES

JEFF DEE 1986 R3

The PENUMBRA

WRITE TO : ECLIPSE COMICS - P.O. BOX 199 - GUERNEVILLE - CALIFORNIA - 95446

ON THE RACKS

SCOUT no. 17
Scout and Monday dodge government troops. Then Scout meets Larry Marder's Beanworld!

FUSION no. 2
The crew's back in the slammer, and jailbreak's been added to the list of charges!

TALES OF TERROR no. 11
Four fear-filled features by creators Chuck Dixon, Tim Truman, Larry Elmore, John Bolton and others.

AIRBOY nos. 17 & 18
Misery returns to threaten the world with a horror from the past, and only Airboy and Valkyrie can stop him!

BULLET CROW no. 1
Collecting, for the first time, the adventures of Chuck Fiala's Bullet Crow, Fowl of Fortune.

STIG'S INFERNO no. 7
Stig has become ruler of Hell, the demons go on strike, and the Plasma Monkeys really do return!

DESTROY! 3-D
"The Loudest Comic in the Universe" is also now the deepest!

LEGION OF SUPER-HEROES INDEX no. 4
Continued indexing of one of DC's most popular super-hero teams.

MR. MONSTER'S HI-SHOCK SHLOCK no. 1
First all-horror issue! Beginning a series surveying classic comics with bizarre directions.

ESPers no. 5
Catch up with the ESPers as they meet three of the world's deadliest assassins!

P.J. WARLOCK no. 3
A mysterious series of murders is disturbing the peace!

RADIO BOY no. 1
From SO-FUNNY COMICS comes one of Japan's comic book favorites—or is it!?

ZOT! no. 12
This issue answers the question, "Are Zot and Jenny ever going to get together, or what?"

VILLAINS & VIGILANTES no. 1
Shadowman and Condor arrive to join the Crusaders, but find the Crushers instead.

MIRACLEMAN no. 11
New regular artist John Totleben joins writer Alan Moore to begin "Miracleman: Book III."

CROSSFIRE no. 20
"The Badge," a tale of a lady of the evening and a gentleman of the force.

JUSTICE LEAGUE OF AMERICA INDEX no. 8
The conclusion to the indexing of the "World's Greatest Super-Heroes."

GUERRILLA GROUNDHOG no. 2
Learn the secret and exciting origin of the "Mostly Underground Hero."

THE PUBLIC DECIDES: A few weeks ago i asked for advice from you on how best to get our news of upcoming projects diseminated, since the two major fanzines weren't running all of it or printing it on a timely basis.

Thanks for the cards and letters—you have decided our policy for us!

Here's what we're gonna do:

PAGE NINE: We have contracted with **The Comics Buyer's Guide** to have page 9 of their publication every week. On that page we will run, in newspaper format, items about long-range plans and new projects. It will not be hype ("This is great! Buy it!"); rather it will be a fairly straightforward presentation of coming events ("Eclipse has just signed a contract with Bo Hampton to publish his new six-issue series, **Lost Planet**"). There will be no repetition—you'll have to read it every week to stay on top of developments. Also on **Page 9,** for those who enjoy that sort of thing, you will find cat yronwode's weekly column, **Fit to Print.** Ten points if that rings a bell in your memory banks.

PAGES NINE AND TEN: We are also contracting with **Amazing Heroes** to have two pages in their magazine every issue. Since **AH** is bi-weekly, we will run two week's worth of the ones that run in the **Buyer's Guide,** on pages nine and ten of each issue.

IN-HOUSE NEWS PAGE: For those of you who don't read fanzines, the same news, minus the **Fit to Print** column, will be featured in our books on a space-available basis. The news page will probably not appear in every issue of every title, but we'll try to give it pretty wide exposure across the board. This page will be updated once a month.

SPECIAL FLYERS: There will be a series of illustrated 8½×11 inch flyers detailing some of our more complex upcoming projects for Spring and Summer, 1987. These are:

1) **JAPANESE MANGA** (Bi-weekly translations of **Area 88, Kamui, the Ninja** and **Mai the Psychic Girl**).

2) The **WORLD OF SCOUT** (including **Scout, The Scout Handbook, New America** and **Swords of Texas**).

3) **AIRBOY SPECIALS** (including **Airboy, Valkyrie, The Air Maidens** and **Air Fighters Classics**).

4) The **4-WINDS PROJECTS** (in addition to **Scout** and the **Scout** spin-offs listed above, the 4-Winds team of creators will be bringing us **Prowler, Strike, Rangers:ATF** and the **Winterworld**.

These flyers are designed for DISTRIBUTORS and RETAILERS, so you'll have to ask your retailer to show one to you. However, we will mail them to individuals who send us a self-addressed, stamped envelope for each flyer. Write the name of the flyer you are requesting on the outside of the return envelope to make things easier for Traci, okay? And be patient—this Penumbra is appearing in the March books, but the flyers will be shipped in two groups, in March and April. Order them all at once if you want 'em, though. Traci will hold your return envelopes until they're ready.

ECLIPSE EXTRA!: For plot synopses, shipping dates and cover reproductions on a month-by-month basis, check out the **Eclipse Extra!**, which will continue as always to be available free from your retailer. If your store does not carry this full-colour four-page flyer, enlist a bunch of your friends and put in a petition-type request. The **Extra!**, in conjunction with the **On the Racks** monthly checklist on this very page, will keep you up-to-date on what to look for in your local store.

Once again, thanks for your advice, readers. We appreciate the help.

Gee, that took so much space i won't have room to tell you about our new, larger offices! Next time, i promise!

catherine yronwode

VILLAINS & VIGILANTES™ no. 1, December 1986. Published monthly by Eclipse Comics, P.O. Box 199, Guerneville, CA 95446. Catherine Yronwode, Editor-in-Chief. Dean Mullaney, Publisher. Story ©1986 Jack Herman. Art ©1986 Jeff Dee and Rick Taylor. Villains & Vigilantes TM Fantasy Games, Inc. All other material ©1986 Eclipse Enterprises, Inc. Film by SM Graphics.

A CHARGE OF MAYHEM!

STATE PARANORMAL CORRECTIONAL FACILITY. CROWN POINT, INDIANA. 12:17 a.m.

ARE THE SYSTEMS STILL UP? HOW LONG HAS THE POWER BEEN OFF?

ONLY ABOUT EIGHT MINUTES. WE'RE STILL SECURE, BUT THERE'S SOMETHING IN CELL BLOCK NINE THAT YOU HAVE TO SEE.

JACK HERMAN & JEFF DEE
WRITER/CO-CREATORS & CO-PLOTTERS/PENCILLER
PATRICK ZIRCHER/INKER K. HATHAWAY/LETTERS
RICK TAYLOR/COLOURS CAT @ YRONWODE/EDITOR

THIS HAD BETTER BE WORTH GETTING ME OUT OF BED, MASON.

EXIT

OH, IT IS, SIR.

MARIONETTE!

I BROUGHT HIM HERE, JUST LIKE YOU ORDERED ME TO, MA'AM!

GOOD.

MY GOD! SHE'S **CONTROLLING** YOUR MINDS! **FIGHT BACK**, MASON! DO SOMETHING! ANYONE!!

WHAT AN ABSOLUTE SEWER YOU RUN HERE, WARDEN.

INEDIBLE FOOD, DRAB, ILL FITTING UNIFORMS, CEREBRAL DAMPENERS THAT INTERFERE WITH TELEVISION RECEPTION...

SO FOR THAT AND YOUR MANY OTHER OFFENSES AGAINST DECENT LIVING...

...YOU'RE **FIRED!**

KA-BLAAM!

SOUTHBOUND ON INTERSTATE 65. TWENTY MINUTES LATER.

SO **STORMLORD** KNOCKED THE POWER OUT FOR US?

IT'S ALL BEEN ARRANGED, MANSTAR.

SURE WILL BE NICE SEEING THE CRUSHERS GET BACK TOGETHER AGAIN.

U-DRIVE

HUURNK!

YES, THIS TIME WE'RE JUST **GOING** TO KICK SOME CRUSADER-BUTT, I CAN FEEL IT!

WATCH THE ROAD, MACE! YOU WANT US TO GET PULLED OVER FOR A TICKET?

FRAGILE

ONE MAN'S

FRAGILE

WHAT??! HE'S KIDDING, RIGHT?

STATE PARANORMAL RECTIONAL-ITY

HUUPANK

MM.

HEY, WHO TAUGHT YOU HOW TO DRIVE, HUH?! SCREWHEAD!

LET'S GO TONIGHT, AVOID THE TRAFFIC, GET THERE GOOD AND EARLY, HE SAYS. BRIAN, OUR APPOINTMENT'S NOT EVEN UNTIL FIVE-THIRTY THIS *EVENING!*

U-DRIVE

HUURNK!

OKAY, SO I'M A LITTLE ANXIOUS.

THIS ISN'T JUST LIKE TRYING OUT FOR ANOTHER **BAR BAND**, YOU KNOW. THIS IS THE **CRUSADERS**. THEY'RE A CLASS ACT.

I TOLD YOU. THEY LIKE OUR **RESUME'S**. THEY WANT US. ALL WE HAVE TO DO IS SIT THROUGH THE INTERVIEW. WE'RE ALREADY IN, THIS IS JUST TO MAKE IT OFFICIAL.

I HOPE SO. YOU KNOW MAYBE IT WASN'T SUCH A GOOD IDEA PACKING UP ALL OUR STUFF AND TAKING IT WITH US. WHAT IF THEY DON'T...

HAULNK

AWWW, WHAT *IS* THIS?!

CRUSADER CITADEL, ATOP THE HARMON INSURANCE BUILDING. THE NEXT MORNING.

LAWRENCE!! DO YOU MIND?!

UH, I, UH, JUST CAME TO TELL YOU THAT THE MEETING IS ABOUT TO START. THAT IS...

DIDN'T THEY ALREADY TEACH YOU THAT STUFF IN *BIOLOGY CLASS*?

I... JUST... I...

COME ALONG, JUNIOR.

WHAT ABOUT LAST NIGHT'S POWER FAILURE?

IT HAPPENED WHILE DREAMWEAVER WAS ON DUTY.

I TALKED TO CAPTAIN MASON. POWER WAS ONLY OFF FOR ABOUT EIGHT MINUTES. HE SAID MOST OF THE PRISONERS SLEPT THROUGH IT.

I'VE BEEN TALKING TO THE PRISON'S COMPUTER. THEIR SECURITY SYSTEMS ARE UP. TRAFFIC FLOW IS NORMAL. EVERYTHING IS REGULATING.

I'M SURE THAT'S A LOAD OFF OF EVERYONE'S MIND, *TEACHER*. THE LAST THING WE NEED IS ANOTHER CRUSHER BREAK OUT! ANY OTHER NEW BUSINESS? HOW ABOUT YOU, ENFORCER?

SORRY I'M LATE.

LAUNCH CONTROL

WE'VE SET UP AN INTERVIEW FOR TWO MORE MEMBERSHIP APPLICANTS AT FIVE-THIRTY THIS AFTERNOON. SHATTERMAN AND CONDOR. NOT MUCH EXPERIENCE. THEY'RE FROM GRAND RAPIDS, MICHIGAN.

WHERE?

OH, GREAT. LET'S HIRE *THEM!*

IT'S MANTA-MAN'S TURN FOR INTERVIEWS.

SORRY, BLIZZARD. WHILE YOU'RE HERE MANNING THE HOTLINE, TALKING TO THEM IS YOUR DUTY AS WELL.

YOU KNOW THE RULES.

THEY'RE PROBABLY ALL RIGHT. JUST DON'T CALL ME UNTIL AFTER THEY LEAVE, OKAY?

ANY OTHER PRESSING ISSUES HERE TO DISCUSS?

YES, WHEN ARE WE GOING TO DO SOMETHING ABOUT THIS TABLE? LOOK AT IT, A BIG 'C.' I MEAN, WHAT?! IS THIS IN CASE WE EVER FORGET WE'RE THE CRUSADERS? IT'S SO GAUCHE!!

-*Sigh*- WELL, WE'RE DONE FOR NOW, ROBBIE. YOU'RE IN CHARGE UNTIL EVERYONE GETS BACK.

SOMEBODY GO TELL EVERGREEN SHE MISSED THE MEETING AGAIN.

I'LL DO IT.

AT A CRUSHER LAIR, NOT SIX BLOCKS AWAY.

LOOK'S LIKE EVERYONE'S HERE. WE CAN START THE BRIEFING.

"HE DOESN'T WANT TO MAKE MONEY - HE JUST LOVES TO SELL GUNS"

OUT OF BUSINESS

CLOSED

GASCO

I'VE BEEN MONITORING THE ***POLICE RADIO*** EVER SINCE WE HIT THE ROAD. NO ONE'S CAUGHT ON TO THE ESCAPE YET.

OF COURSE NOT.

CRUSHERS, ONCE AGAIN OUR ***GLORIOUS LEADER*** HAS COME UP WITH A PLAN. WE HAVE RECENTLY PURCHASED THE ***SECRET IDENTITIES*** OF THE CRUSADERS FROM A TELEPATHIC SPY NAMED ***HOLM!***

YOU HAVE EACH BEEN GIVEN A TARGET CRUSADER WHOM YOU MUST ***AMBUSH, DEFEAT,*** AND BRING TO THE ***CITADEL*** BY FIVE O'CLOCK THIS EVENING. IS THAT UNDERSTOOD?

AND WHERE WILL ***YOU*** BE WHEN THE ***FLAK*** IS FLYING, BABYDOLL?!

OIL CHANGE $9.95

BULL AND ***MANSTAR*** WILL COME WITH ME. WE'LL REGROUP WITH ***HORNET*** AND ***SHOCKER*** AFTER THEY'RE FINISHED. WE HAVE ***OUR*** PART, JUST MAKE SURE YOU DO ***YOURS.*** AND WATCH THAT ***LIP*** WHILE YOU'RE AT IT, TOMMY-BOY, OR YOU'LL ***LOSE*** IT!

YOU ALL KNOW WHAT TO DO. GOOD LUCK. GOOD HUNTING. NOW, MOVE OUT!

MANNING ELECTRONICS, INDIANAPOLIS INDUSTRIAL PARK. 12:27 p.m.

THANKS AGAIN FOR THE USE OF THE R&D CENTER, MR. CURTIS. SORRY ABOUT THE MESS.

Hmph. I'LL NEVER UNDERSTAND WHY CARTER MANNING GIVES YOU THE RUN OF THIS PLACE.

J.B. CURTIS MAY BE ONE HELL OF A BUSINESSMAN, BUT HE'S A REAL JERK WHEN IT COMES TO MOST OTHER THINGS. AFTER TEN YEARS HE STILL DOESN'T HAVE A CLUE AS TO WHO I REALLY AM.

NOW LET'S SEE WHAT THIS BABY CAN REALLY DO!

UNNH!!

SKA-KOW

SMAK!

VVRRZZTT!

SHOCKER... HORNET... GOOD SET UP. NICE JOB.

HEY, MANTA-MAN, GET UP. I WANT TO TALK TO YOU. DO YOU REMEMBER WHAT YOU SAID TO ME THE LAST TIME YOU THREW ME IN THE JOINT?

YOU LISTENIN' TO ME?

BETWEEN HORNET'S STING AND MY ELECTRICAL BLAST I'D SAY WE'VE SHORT-CIRCUITED YOUR WEAPONRY. YOU'RE ***HELPLESS***. IF YOU'RE SMART, YOU'LL GIVE YOURSELF UP. RIGHT NOW.

AW, FORGET THAT CRAP... LET'S JUST DO HIM.

YOU SAID EVEN WITH BUG-EYES, I WAS JUST SMALL TIME. WELL, NOW YOU CAN EAT THIS, SUCKER!

AAAGK!!

HE CUT ME! THAT AIR-FOIL HE'S WEARIN'... IT'S RAZOR SHARP! HE CUT ME...!

YOU'RE RIGHT ABOUT MY WEAPONS. MY RELAY SYSTEM IS SHOT. NOW MY CLOAK IS OFF, TOO.

YOU'VE ALWAYS BEEN A STAND-UP KIND OF GUY, SHOCKER. SO HOW'S ABOUT IT? JUST YOU N' ME? NO TRICKS! NO ***SUPER POWERS!*** JUST ***MAN-TO-MAN!***

HMM, I'M SORRY, MR. MANNING, BUT I SEE NO REASON WHY WE SHOULD BEAT ON EACH OTHER UNTIL WE'RE BOTH HALF-DEAD WHEN THINGS ARE RESOLVED SO MUCH EASIER MY WAY.

NOT THAT YOUR OFFER WASN'T TEMPTING, MIND YOU.

SHOCKER TO MARIONETTE. WE HAVE CAPTURED THE TARGET. HORNET IS DOWN. I'M GOING TO DROP HIM OFF AT DR. KILLJOY'S. I ASSUME THE CRUSHER MEDICAL PLAN IS STILL IN EFFECT?

IT HAD BETTER BE. OUR CREDIT RATING IS ***PRISTINE!***

WE'LL MEET YOU AT THE PREARRANGED AREA. MARIONETTE OUT.

HELLO, EVERGREEN? THIS IS JOHNNY SHAKURA-- SHOCKER. I JUST WANTED TO TALK TO YOU.

ONE MARK R

FRAGILE

FRAGILE

EVERGREEN'S PRIVATE ARBORIUM. SOMEWHERE IN INDIANAPOLIS. 1:35 pm

WE'VE BEEN THROUGH THIS BEFORE, JOHNNY. YOU'RE A NICE GUY, BUT I DON'T LIKE THE COMPANY YOU KEEP.

I'VE JUST QUIT THE CRUSHERS. I WANT TO GO STRAIGHT. I JUST WANT TO BE WITH YOU.

REALLY?! THIS IS A TRICK, ISN'T IT?

NO, I PROMISE. YOU KNOW HOW I FEEL ABOUT YOU. I COULD NEVER DO ANYTHING TO HURT YOU. BUT LET'S NOT TALK OVER THE PHONE. I THINK WE HAVE A BAD CONNECTION.

"RIGHT NOW I'M AT A.J. THATCHER PARK. WHY DON'T YOU JOIN ME HERE?"

THE WEATHER-MAN DIDN'T SAY ANY-THING ABOUT RAIN!

DOESN'T BOTHER ME A BIT.

A.J. THATCHER PARK

OOO... THIS FEELS FANTASTIC!

SHOCKER'S TALKED ABOUT GIVING UP CRIME BEFORE. THIS TIME I HOPE HE FOLLOWS THROUGH! HE'S BASICALLY A NICE PERSON!

AHA! I **KNEW** THIS WAS SOME SORT OF TRICK!

ACK!

YOU'RE JUST **TOO** SNEAKY AND NOT **SMART** ENOUGH, STORMLORD.

DAMN THIS GRASS!

THE PARK IS ABOUT THE WORST PLACE YOU CAN GO IF YOU WANT TO AMBUSH ME!

FACE IT, YOU WERE BOUND TO LOSE, STANLEY. YOU'RE TURNING **NATURE** AGAINST HERSELF. THAT'S AWFULLY BAD **KARMA**, YOU KNOW.

OVERCONFIDENT AS EVER, I SEE. YOU'VE COMPLETELY MISINTERPRETED THE SITUATION.

NO MATTER HOW MUCH YOU ENTANGLE ME, I STILL HAVE THE UPPER HAND. OBSERVE.

T-TELL ME WHAT YOU'VE DONE TO *JOHNNY*, OR I'LL HAVE THAT TREE CRUSH YOU RIGHT NOW!

KROOSH!

WHY *NOTHING*, MY DEAR. IT WAS ALL JUST A *RUSE* TO BRING YOU HERE TO ME.

ARE YOU *COLD*, EVERGREEN? ARMS AND LEGS *STIFFENING*?

I'LL GET YOU FOR THIS, STORMLORD. I'LL GET YOU.

GETTING READY TO SHRIVEL UP AND DIE FOR THE WINTER?

WHY I DON'T DOUBT IT, DARLING.

BUT NOT TODAY...

ECLIPSE COMICS™

THE UNTAMED™

ALL NEW STORIES!
IN COLOR!

THE UNTAMED

by CHUCK 'AIRBOY' DIXON
and ENRIQUE ROMERO

TM and © 1986 Enrique Romero

HORRIBLE CONSPIRACIES

PORTIA IS NOW *QUEEN OF THE GLAMAZONS*
SHE FACES *NEW QUESTIONS, NEW RESPONSIBILITIES*

AND IS MET BY A LABYRINTH OF *INTRIGUE AND DECEPTION!!!*

ENTER A WORLD OF FANTASY
in each issue of
PORTIA PRINZ OF THE GLAMAZONS
SIX BI-MONTHLY ISSUES FROM ECLIPSE

™

THE WORD COMES FROM THE *DIRECTOR* HIMSELF. YOU ARE TO *TERMINATE* DOCTOR EDISON WITH *EXTREME PREDUDICE.*

MATT

BUT I TOLD YOU, HE'S DONE *NOTHING* WRONG. HE'S ON OUR SIDE! I'M SORRY, MATT, I'M AN INVESTIGATOR NOT A *HIRED KILLER!*

THE APARTMENT OF ERIC FORREST (a.k.a. THE ENFORCER). 2:46 p.m.

I'M SORRY...

I KNOW YOU TRIED TO SAVE ME, SON. BUT IT'S TOO LATE NOW. THOSE MEN ARE COMING BACK TO RAZE THIS PLACE. TAKE THE FORMULA. IT WILL PROTECT YOU...

GOD-DAMNED BUTCHERS!!

DO WHATEVER THEY TELL YOU! WITHOUT QUESTION!

THE CIA AND THE CULT OF INTELLIGENCE

ASSISTANT C.I.A. DIRECTOR MATTHEW BRINE WAS FOUND DEAD THIS MORNI-

KFEENK!

TRIED TO MAKE ME ONE OF THEM! PART OF THEIR DAMN ZOMBIE SQUAD! BUT I SHOWED THEM...

Heh-Heh Heh-Heh!

GOING UP?

NO THANKS, I'LL TAKE THE STAIRS!

TEMPER, THE PSYCHIC VAMPIRE. I'VE HEARD OF YOU. WHAT'RE YOU DOING HERE? COULDN'T DREAMWEAVER COME OUT TO PLAY?

LET'S JUST SAY THAT I'M LOOKING FOR A NEW FLAVOR OF ANGER.

YEAH, I GUESS ALL THAT HATE YOU LEECH OFF OF IS USUALLY AIMED AT ***YOU.*** HOW WOULD YOU LIKE ***SOMETHING ELSE*** AIMED AT YOU?

YOW!!

TAKKA-TAKKA-TAK!

YOU MISSED.

29TH FLOOR... HEY!!

YOUR FORCE FIELD POWERS CAN'T PROTECT YOU FROM ME. AND, WHEN I MESS WITH YOUR HEAD, YOU CAN'T EVEN SHOOT STRAIGHT, CAN YOU?

THAT'S ALL RIGHT, TEMPER. I ONLY HAVE TO HIT YOU ONCE.

2911

THIS IS THE PLACE!

THANKS FOR KEEPING HIM DISTRACTED FOR ME, LITTLE GUY!

HEY, THIS GUY WAS SUPPOSED TO BE MY TARGET. DON'T YOU KNOW HOW TO FOLLOW DIRECTIONS?

SORRY, BUT ENFORCER AND I HAVE A GRUDGE THAT GOES BACK LONGER THAN YOUR FAMILY TREE. I JUST COULDN'T STAND NOT BEING THE ONE WHO DID IT TO HIM.

BUT I DIDN'T GET ANYBODY! WHAT AM I SUPPOSED TO DO NOW?!

SLEEP RESEARCH CENTER. PURDUE UNIVERSITY. LAFAYETTE, INDIANA. 3:32 p.m.

IS OUR TEST SUBJECT ASLEEP YET, DR. PATROVICH?

YES, I THINK SO. WE HAVE A WHILE BEFORE HE ENTERS THE R.E.M. STATE. WHEN HE DOES, MY MACHINE WILL ACTIVATE OUR PAGERS. WHY DON'T YOU TAKE A BREAK? I'M GOING TO GRAB A QUICK LUNCH.

SORRY, I PROMISED DR. PETROVICH I'D STAY AND HELP WITH HIS RESEARCH.

OH, WELL. THAT'S DIFFERENT. DAVE, CHUCK AND I ARE DRIVING UP TO THE DUNES TONIGHT. WANT TO COME?

WE'LL PROBABLY SWING BY NICK'S AFTERWARDS.

THE CO-REC BUILDING. IN THE GYMNASIUM.

HEY, DONNA! I THOUGHT YOU CAME UP TO VISIT ME, NOT TO WORK IN THE LAB!

YOU KNOW, YOU'RE SERIOUSLY OVERDUE WHEN IT COMES TO LOGGING SOME FUN HOURS. SEE YOU LATER.

MAYBE NEXT TIME, LYNDA. THANKS.

TIME TO GET BACK.

ZEE ZEE ZEE

SORRY, LYNDA, BUT IT'S A CHANCE TO WORK WITH ***DR. PATROVICH***, THE MAN WHO DESIGNED ***TEACHER***, OUR SENTIENT COMPUTER.

I THOUGHT YOU WERE STILL IN PRISON, MACE.

THEY LET ME OUT FOR BAD BEHAVIOR.

WHAT ABOUT YOUR OTHER CRUSHER FRIENDS? HAVE THEY BEEN SPRUNG, TOO?

COME WITH ME AND FIND OUT.

NO, THANKS.

HOW DID YOU KNOW WHERE TO FIND ME?

BECAUSE DONNA WESTON FREQUENTLY VISITS HER BEST FRIEND, PURDUE STUDENT LYNDA TURNER, HERE. AM I RIGHT?

YOU THINK YOU KNOW EVERYTHING, DON'T YOU?

EVERYTHING ABOUT **YOU**, DREAMWEAVER!

DON'T COUNT ON IT. I MIGHT SURPRISE YOU.

WHERE DID SHE GO?

WEIRD. VERY WEIRD.

IF YOU'RE SO SMART, LET'S SEE IF YOU CAN FIND ME IN HERE, TOUGH GUY.

OKAY. I WILL. JUST KEEP TALKING.

GYM

ECLIPSE COMICS™

GUERRILLA GROUNDHOG

FIRST ISSUE!

THE MOSTLY UNDERGROUND HERO

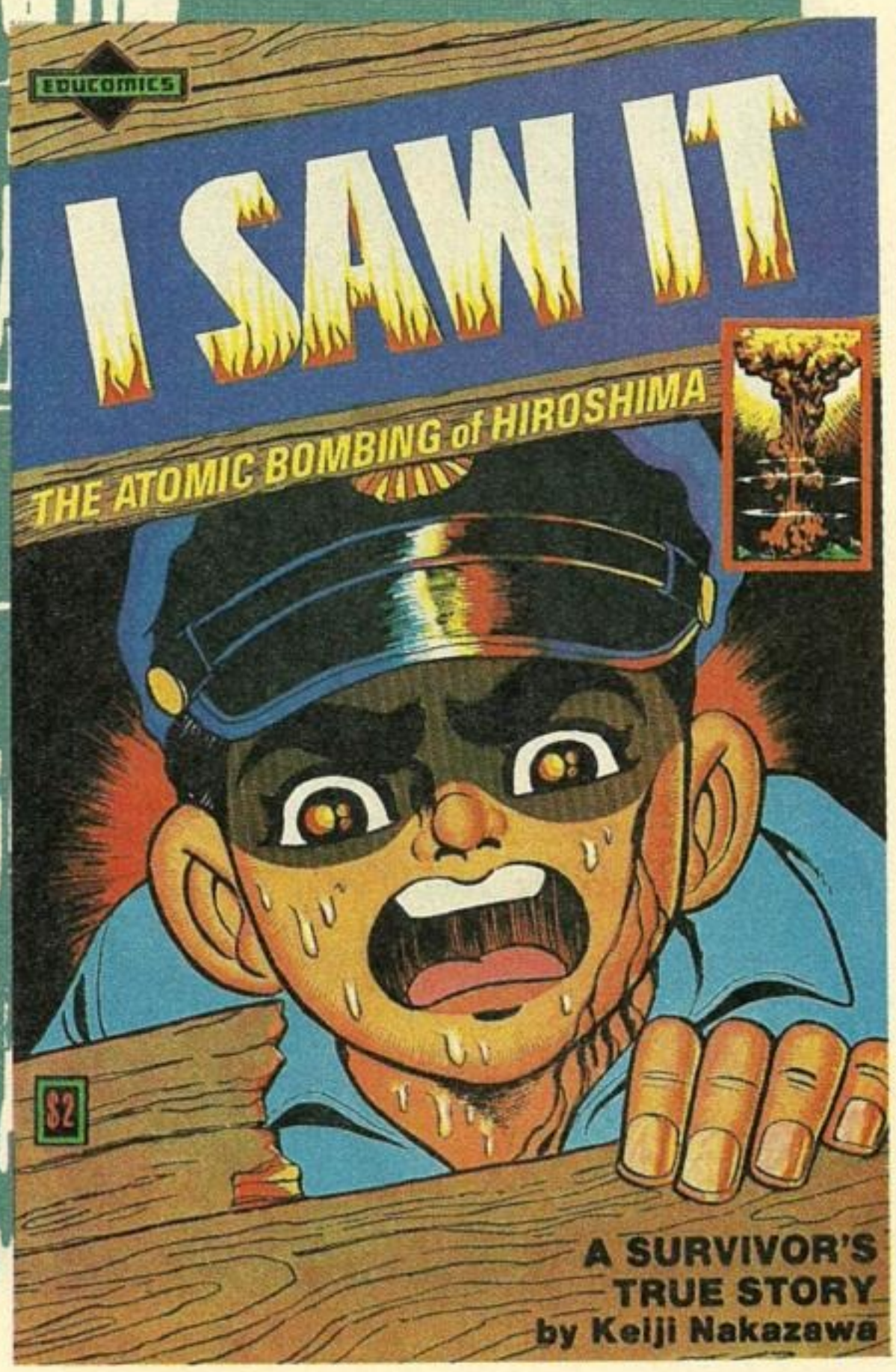
Guerrilla Groundhog © James Warner Art © 1986 Andy Ice

"I flew the final mission in the Japanese sky,
set off the mighty mushrooms' roar,
but when I saw the cities burning,
I knew that I was learning
that I ain't marching anymore."

—PHIL OCHS

WHAT DID THE OTHER SIDE LEARN?

TO FIND OUT, READ—
KEIJI NAKASAWA'S AUTOBIOGRAPHICAL ACCOUNT OF THE BOMBING OF HIROSHIMA.



FROM EDUCOMICS – DISTRIBUTED BY ECLIPSE

THIS IS CONFUSING. SHE MUST HAVE TURNED HERSELF *INVISIBLE*. IF I CAN ONLY PICK UP HER *SCENT*...

SNIF SNIF!

$E=MC^2$

HE'S HEADED THIS WAY.' HOW DOES HE KNOW WHERE I AM? HOW DOES HE KNOW MY SECRET IDENTITY?

BUNK!

I GOT ONE.' I FINALLY GOT ONE!

HEY.' WHAT HAPPENED TO THE ACID FLASHBACK?

TEMPER, I OUGHTA SMASH YOU LIKE A BUG RIGHT NOW. WHAT DID YOU DO?

SEE? I'M ALWAYS LOOKING OUT FOR MY PALS.'

SHE WAS SNEAKING UP ON YOU. SHE WAS GOING TO GET YOU, BUT I WAS WEARING THESE INFRA-RED GLASSES THAT MERCURY MERCENARY LENT ME. AND I HIT HER.'

LITTLE WEASEL.

C'MON. STORMLORD WILL BE BACK TO PICK US UP SOON.

CASTLETON MALL CINEMA 1 & 2. 4:09 p.m.

ALIENS (R)

PRETTY SCARY MOVIE.

YOU'RE NOT SAYING MUCH. DON'T YOU LIKE SCARY MOVIES?

I HAVE SENT YOUR GIRLFRIEND HOME, LASERFIRE. NOW, TRULY, YOU ARE ON A DATE FROM HELL!

HAUNTRESS! AAAAAAAA!!

BOO!

NOT SO LOUD. WE DON'T WANT OTHER PEOPLE TO HEAR US NOW, DO WE?

THIS IS IT. I'M DEAD MEAT. I'M DOOMED!

LISTEN, IT WASN'T REALLY THE CRUSADERS' FAULT THAT YOU ***DIED*** BACK WHEN YOU WERE THE ***SHREW***. WE TRIED TO WARN YOU THAT THE STUDIO WAS FULL OF RABID...

THAT'S ENOUGH! NOW YOU LISTEN TO ME...

Shh...

IF YOU DON'T DO EXACTLY AS I SAY, I WILL KILL EVERYONE IN THIS THEATRE.

YOU COULD DO THAT? I MEAN, YOU WOULD REALLY DO THAT?

I ASSURE YOU, I AM QUITE CAPABLE OF IT.

OKAY, YOU WIN, I GIVE UP!

COME WITH ME.

CRUSADER CITADEL. COMMUNICATIONS ROOM. 5:01 p.m.

NOW, JUST CALM DOWN, MA'AM. YOU SAW A ***WHAT*** IN YOUR BASEMENT?

JUST ONE MOMENT, MA'AM. I'M GOING TO HAVE TO PUT YOU ON HOLD.

HEY, CHIEF! WHAT BRINGS YOU BACK HERE?

BLIZZARD, I WANT YOU TO CHECK THE ***CORRIDOR***. DO IT NOW.

OKAY. WHATEVER YOU SAY. I'M ON IT!

I DON'T KNOW WHY YOU WANT ME TO DO THIS. I DON'T SEE ANYTH--

YAAAGHH!!

SLAM!

GOOD BOY, BULL, VERY GOOD BOY!

I WANT GUM WITH JOKES. BAZOOKA JOE.

AND THEN, BAM! RIGHT OVER THE FENCE! A HOME RUN! YOU SHOULD'VE SEEN IT!

SORRY, MATE. SOCCER'S MY GAME.

SO, IS IT TRUE WHAT THEY SAY ABOUT YOU AND EVERGREEN? COME ON!

CAN'T WE TALK ABOUT SOMETHING ELSE?

PERSONALLY, I COULDN'T STAND BEING STUCK WITH 'EM.

WHAT DO YOU MEAN?

PINE NEEDLES!

HEY, MANSTAR, YOU'VE BEEN WORKING ON THAT THING ALL DAY. WHAT IS IT?

WAIT AND SEE.

OKAY, THAT'S A VOICE SYNTHESIZER, RIGHT? BUT THE REST OF IT LOOKS LIKE SOME KIND OF INTERNAL ORGANS AND STUFF!

WAIT JUST A SECOND, LET ME GET THIS SECTION CLOSED UP AND SEALED. THERE WE ARE.

MOCKER!

GOOD MORNING, YOUR MALEVOLENTNESS, YOU'VE GOT A TUNE-UP, NEW PLUGS AND POINTS.

CRUSHERS, I GIVE YOU OUR GLORIOUS LEADER!

IT IS GOOD TO SEE THE CRUSHERS REASSEMBLED ONCE MORE!

IT'S GOOD TO SEE YOU REASSEMBLED, TOO, MOCKER!

MY CRUSHERS, YOUR WORK HAS BEEN ***EXCELLENT!*** OUR HATED ENEMIES, THE CRUSADERS, LIE IN ***DEFEAT!*** THEIR ONCE-PROUD HEADQUARTERS IS NOW ***OURS!*** WE SHOULD ***SAVOR*** THIS TRIUMPH, BUT I HAVE RETURNED TO TELL YOU THAT IT IS ONLY THE FIRST STEP IN A FAR, FAR ***GREATER*** PLAN!

YES, WE HAVE WON THE DAY WITH NUMBERS. BUT NOW IS THE TIME FOR STRATEGY. IT IS OF THE UTMOST IMPORTANCE THAT FROM THIS MOMENT ON, ***NO ONE*** SUSPECTS THERE IS ANYTHING WRONG AT THE ***CRUSADER CITADEL!***

HELLO, CRUSADERS, WE HAVE AN APPOINTMENT FOR FIVE-THIRTY.

5:27

LOBBYCAM

HELLO.

I DON'T THINK THERE'S ANYBODY HOME.

LOBBYCAM

NEXT ISSUE: "WE ARE UNDER ATTACK!!"

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MR. MONSTER'S HI-SHOCK SCHLOCK! GET IT! BEFORE IT GETS YOU!

VIGIL BULLETIN

New Character:
MANSTAR
Identity: Frank Yurissi
Side: CRUSHERS — Sex: Male
Experience: 1200 — Level: 1
Age: 22 — Training: criminal expertise
Powers:

Transformation: (power activation) requires one action.

Flame Power: (full body effect) Range: 33", does d20 damage, flys 46 m.p.h. PR=3 per attack. PR=1 per hour of flight.

Disintegration Ray: 16" Range, does d20 damage, PR=2 per shot.

Heightened Attack: +4 to damage HTH.

Adaptation: PR=1 per hour/turn of defense.

Psychosis: Manstar suffers from a split personality. As Yurissi, he hates and fears Manstar but is compelled to transform into him when the pressures of everyday life get to him. Manstar despises Yurissi and will revert back to him only in emergency, say, to avoid detection or capture.

Weight: 170 lbs. — Basic Hits: 4
Agility Mod: - — Strength: 16
Endurance: 17 — Agility: 15
Intelligence: 15 — Charisma: 14
Reactions From: Good: -1 — Evil: +1
Hit Modifier: 4.835 — Hit Points: (20)
Damage Modifier: +2 — Healing Rate: 1.6/day
Accuracy: +2 — Power: (63)
Carry. Cap.: 493 lbs. — Basic HTH: 38
Movement Rates: 46" ground, 203" in the air
Inventing Points: 1.1 — Inventing: (33%)

Origin/Background: (American) Crime, Game Designer/Bum.

Legal Status: Wanted in suspicion of a pair of murders in Pennsylvania.

Frank Yurissi was a local yokel who worked at a gas station in Indiana, and a devout science fiction fan. After being exposed to strange radiation emanating from a meteorite he discovered, he gained the ability to "split his psyche" into two separate beings—the wimpy, ineffective Frank and the powerful and aggressive Manstar.

Manstar's latent criminal tendencies soon emerged and he formed a gang which tried to muscle in on CRUSHER operations in Pittsburg. The two groups battled it out, but Manstar and his men were outgunned and outclassed. To defeat his gang the CRUSHERS took time out from one of their lunch meetings. In a rare moment of mercy MOCKER spared Manstar's life although he did eliminate every member of Manstar's gang personally. MOCKER thereby gained Manstar's loyalty and respect and Manstar has since become one of Mocker's closest friends.

Combat Tactics: Manstar hits his opponents with a tough, streetfighter attitude. He rarely evades and is not afraid to engage his enemies HTH.

The following is a summarized update of the status of the Crushers since the original "Crisis At Crusader Citadel" role-playing adventure module was released by Fantasy Games in 1982.

FIST: FIST was formerly MOCKER's best friend. Shortly after the original "CACC" the two of them had a big argument and FIST left/was thrown out of the group. He is rumored to be 10th level now and the chief enforcer for a West Coast mob.

Mercury Mercenary: Currently 9th level (+1 Strength, +1 Endurance, +1 Agility, +4 Charisma, +1 to hit with automatic weapons). Merc's top speed is now 182 m.p.h. His new weapons of choice seem to be the Czech 7.62 mm Model 58 Assault Rifle and the Czechoslovakian 7.62 Model 52 pistol. Could this be a clue to his forgotten past?

Temper: Currently 6th level (+1 Endurance, +3 Agility, +1 Intelligence, +5 Charisma). Now that Temper can absorb 12 points of power a turn from his emotion controlled victims it is his favorite type of attack. Once one of MOCKER's main cronies, Temper's wisecracks have recently gotten him in trouble with MOCKER. He is very lucky to still be with the CRUSHERS.

Vulture: Vulture went straight and is now on the college lecture circuit with G. Gordon Liddy.

Bull: Currently 4th level and one Strength point stronger. He has also gained one Charisma point.

The Shrew: The Shrew died several years ago from rabies.

Mocker: Currently 11th level (+1 Strength, +1 Endurance, +2 Intelligence, +1 Agility, +5 Charisma). His durable body now is the equivalent of 8 point Invulnerability. He now has triple the normal chance of destroying devices with Sonic Abilities on a special roll.

Hornet: Currently 3rd level (+1 Endurance, +1 Charisma). He has spent three of the last four years in jail. He married a woman who wrote to him in prison after seeing his picture in the newspaper. When released on parole Hornet spent several months kowtowing to his parole officer but has since fallen back in with his old CRUSHER buddies.

Shocker: Currently 8th level (+1 Strength, +1 Endurance, +3 Agility, -1 Charisma). Shocker has, in recent years, been confining most of his illegal activities to Europe and Japan so he can stay out of the way of the CRUSADERS and try and forget about his impossible love for EVERGREEN.

Mace: Currently 10th level (+4 Strength, +4 Charisma). Mace's Special Weapon now has modular revolving spikes allowing it to be used as a safecracking device and a powerful built-in electromagnet with 2000 lbs magnetic capacity.

Stormlord: Currently 9th level (+3 Endurance, +3 Agility, +2 Intelligence, +8 Charisma). Stormlord has the ability to fly at 240 m.p.h. by creating a tornado around himself and riding in it. He has never been successfully apprehended for his criminal activities. In his normal identity as Sir Stanslas Laird II, he has since inherited several hundred million pounds and a luxurious estate in England. He is a CRUSHER mainly just for kicks.

Marionette: Currently 9th level (Intelligence +5, +5 Charisma). While MARIONETTE has spent most of the last four years in prison, she has spent most of her time exercising and in complete mental control of the inmates in her cellblock. For months she had been merely awaiting the word from MOCKER to initiate the imprisoned CRUSHERS' escape.

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REALITY CHECK

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Hello, my name is JACK HERMAN and welcome to the first issue of the official "VILLAINS & VIGILANTES" comic book, based on the super hero role-playing game from Fantasy Games Unlimited. Our first four issue mini-series is sort of a remake/sequel to the introductory V&V adventure "Crisis At Crusader Citadel," featuring the Crusaders and the Crushers, probably the characters most familiar to V&V players.

If you're not into role-playing games in general (or ours, particularly), that's okay. Our goal in producing this book was simply making a good, old-fashioned "kick-ass" super hero comic book. The kind everyone likes to read, but no one seems to make anymore. There won't be any super heroes nebulously pondering simplistic philosophy or pouting out soap-operatic psycho-babble, I'm afraid. The emphasis of the series is highly towards action/adventure and the utterly fantastic. If we occasionally stray from the utterly fantastic into something that may seem a little loopy just consider it my attempt at realism. Just watch the evening news sometime. Now try to tell me that's not ridiculous.

Anyway, a bit of history. VILLAINS & VIGILANTES is a super hero role-playing game (repeating myself already), designed and written by JEFF DEE and yours truly and first published in 1979. It was the first mainstream super hero role-playing game to hit the market and has consistently been Fantasy Games Unlimited's best seller. There are twenty-five adventures currently available for it, and Fantasy Games Unlimited publishes a new one roughly each month like a comic book. Its success has inspired many other super hero role-playing games. Today, the super hero genre is the second most popular genre in role-playing games (right behind the Fantasy genre with "Dungeons & Dragons" and all of the other games it inspired).

Most of you who know your way around the comics and gaming industries know that this book is not the first time V&V characters have made a successful leap into comic books. Two of the first V&V adventures were "Death Duel With The Destroyers" and "Island of Doctor Apocalypse," both written and illustrated by BILL WILLINGHAM. These adventures were essentially the first draft of his popular **Elementals** comic book series (which I happen to script). The new series "Gods For Hire" (formerly "The Saturday Knights") by JOE JUDT, JACK HAMMER and BARRY CRANE is loosely based on a VILLAINS & VIGILANTES campaign that I played in. Additionally, last year Fantasy Games published the "DNAgents Sourcebook," which recreates MARK EVANIER's DNAgents Dynasty in terms of the V&V game system. I wrote the thing and have all the comic books (reference material) and eyestrain to prove it.

With all this crossing over from comic books and back, I suppose it was only natural that "VILLAINS & VIGILANTES" finally wound up with a comic book of its own. JEFF DEE and I originally came up with the first edition of "VILLAINS & VIGILANTES" back while we were still in high school as a way of creating our own comic book-style adventures. This was in the days before the independent comics boom, when if you weren't camping out on Marvel or DC's doorstep you had practically no chance at all to make it in the comics industry. Self-publication was unheard of.

It was Jeff who first introduced me to role-playing games with his campaign of Professor M.A.R. Barker's "Empire of the Petal Throne." He dragged me to my first comics and gaming conventions and he knocked me out with his ability to draw. "Villains & Vigilantes" was our way to make our own comic books starring us and our friends. Our group was The Protectors. The size of the group would vary from three to thirty. We operated out of Crystal Lake, Illinois, where there were more supernatural phenomena, weird science and super criminals per square inch than the Marvel and DC Universes combined. Jeff and I didn't write "Villains & Vigilantes" with the intent to publish it, but once Fantasy Games Unlimited had done it, we both knew, deep down inside, that the next step would be a comic book produced by us, very much like the one you are now reading. It's taken us eight years to bring this to you. Man, does it feel good to finally be getting this out of our system!

But enough of history. Now as I mentioned before, this mini-series is based on "Crisis at the Crusader Citadel," which was first published in 1983, but there have been a few changes made. The Crusaders have moved from the fictitious Center City and now reside in the mythological city of Indianapolis, Indiana. Our story takes place in 1987, four years after the Crushers launched their first assault against the Crusader Citadel. A lot of water has passed under the bridge since then and the bitter rivalry between the two groups has grown into a seething hatred. (Sort of like the Green Bay Packers and the Chicago Bears.) The Crusaders are four years older and more experienced, except for Laserfire, who is still in high school and is still the rookie of the team. You see, some of the events in the original adventure are happening now for the first time and there are all sorts of other things going on that should take you by surprise because they took me by surprise while I was writing them. Both Jeff and I felt it was necessary to update many of the elements of the "Crusader Citadel" story but we didn't want to change too much or else it would be totally unrelatable to any one who has ever played the adventure. Like I said before, this is a sequel-slash-remake, and I think we've found that happy medium between comfortable familiarity and complete confusion. Now, on to the rest of the creative team.

Due to production problems, RICK TAYLOR won't be our inker as announced, although he has done a fine job coloring this issue. Our regular inker is PAT ZIRCHER, the illustrator of about a zillion V&V adventures. Welcome aboard, Pat!

KURT HATHAWAY came to the rescue when we had big trouble finding a letterer. As an ex-letterer myself (albeit a sucky one), I know it is a much unappreciated, often tricky job that can really make the difference on the look of a book.

Special thanks go to our editor CAT YRONWODE who made it a lot easier for me to put it all down on paper, and to JILL THOMPSON for a much needed 11th hour coloring assist.

We're going to fly against major comic tradition here, folks, and NOT have a contest to name our letters page. Jeff's very clever wife Amanda came up with the name you see above and I think it will work out just fine. Just how do you make a "Reality Check" anyway? You save-versus your Intelligence on a twenty-sided die, of course!

Well, next issue on this page it looks like more vamping for letters. Please write if you'd like to see "V&V" as a regular title. A mini-series is a lot like an audition. But whether we get the job or get the hook, I've had fun. Bye!

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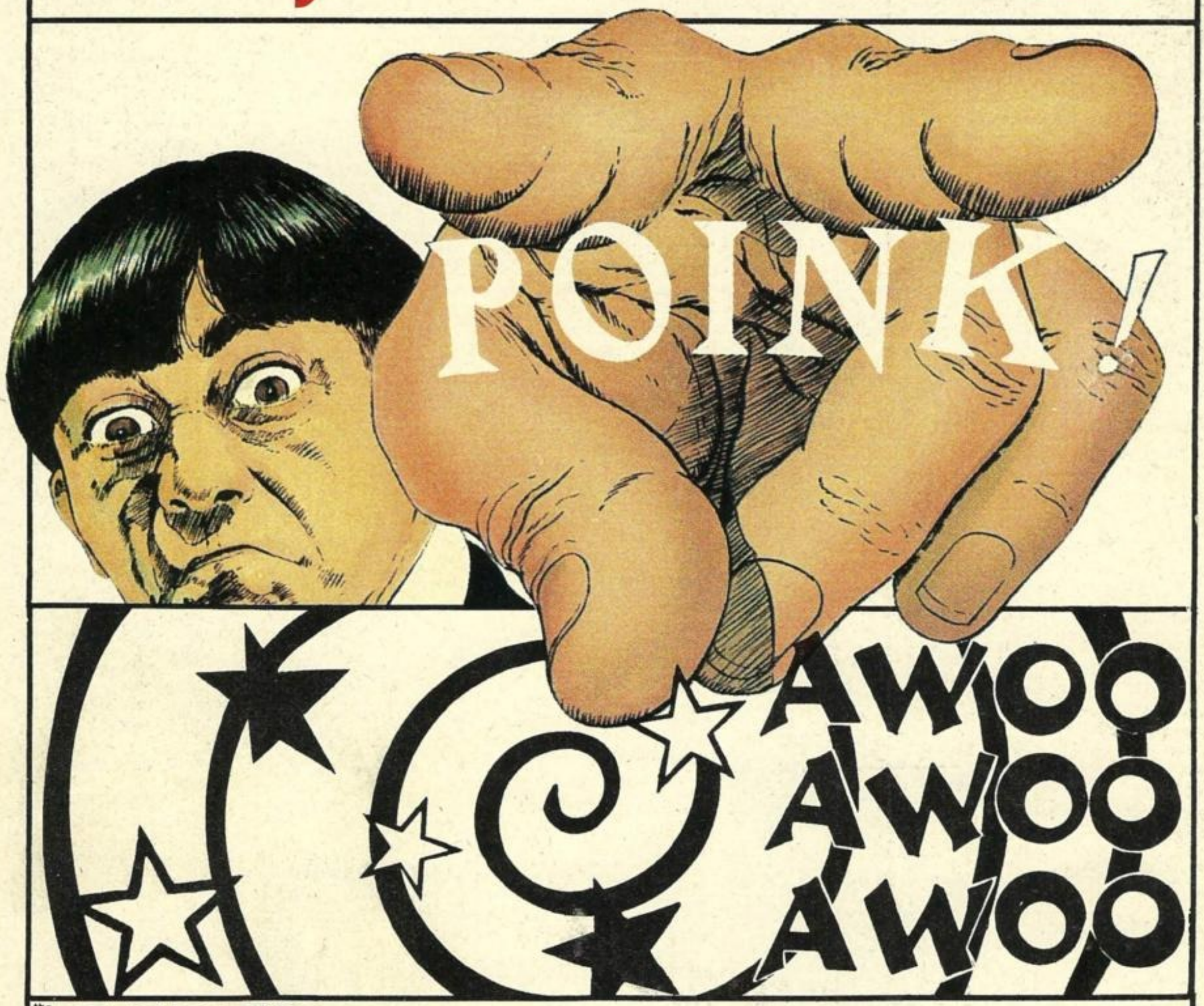

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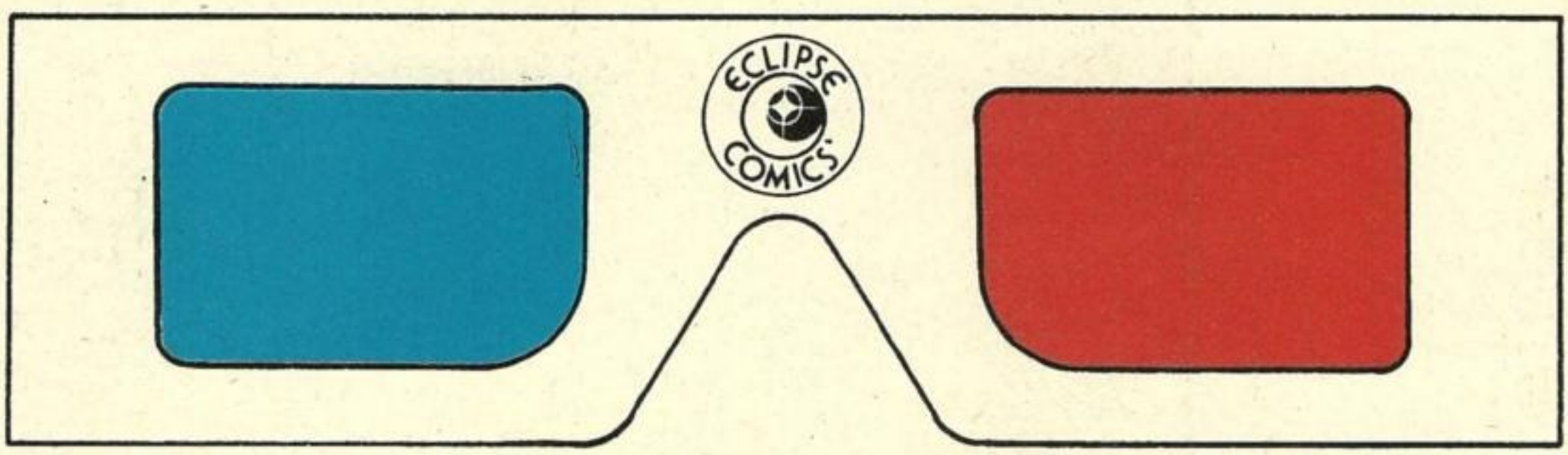

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